

# Fallout 3

## BROKEN STEEL WALKTHROUGH (PDF)

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## WALKTHROUGH

### Broken Steel

The quests for Broken Steel will only be available after you finished the main story. However, you'll still have your level cap raised to 30 in case you installed Broken Steel while you're still not finished with the main quests.

#### ◆ Speak with Scribe Rothchild

After you gain control of your character in the Citadel, talk to your followers to order them to follow you again. Head to the lab and look for Scribe Rothchild. Upon speaking to him, you will be lead to the map display where he'll brief you about the status of the war against the Enclave. He'll give your next objective.

#### ◆ Meet Paladin Tristan at the Rockland Car Tunnel

The tunnel's location will be marked in your map. Make your way there by fast traveling to the nearest landmark (southwest of the Dunwich Building) Once you find the collapsed tunnel, enter the door and follow the hallways to reach the inner tunnel where the Brotherhood has successfully cleared the area of Enclave Soldiers. Paladin Tristan will speak to you immediately once he spots you and will proceed with their assault on the Enclave base beyond the tunnel. There are bunch of Enclave Power armors here so if you are wearing one, this is the best time to repair your gear. Don't forget to loot the ammo boxes, med kits, and bodies for valuables. Once done, exit the tunnel to reach a separate area.

#### ◆ Assist Paladin Tristan during the assault

Liberty Prime will be assisting the assault so you don't need to do much. However, if you want to get your share of experience, you may want to charge in and kill the enemies before Prime or your brotherhood allies does. Once Prime starts punching a hole in the base, make sure that you and your followers reach higher ground before the screen turns light blue, signaling the impending destructive orbital strike.

#### ◆ Retrieve data from the Satellite Relay

After the chaos, make your way inside the building and kill enemies along the way. The entire building is linear so don't worry about getting lost. Once you've reached the mainframe room, examine one of the consoles and download the telemetry data. Follow the next set of stairs until you reach the door leading to the Capital Wasteland then fast-travel to the Citadel.

- ◆ **Report to Elder Lyons**

The quest will be completed after talking to Elder Lyons. He will refer you to Paladin Tristan to get your next assignment.

## Shock Value

- ◆ **Speak with Paladin Tristan**

- ◆ **(Optional) Speak with Scribe Valincourt in the Citadel Lab**

Paladin Tristan usually hangs out around the hallways of Ring A/B. When you talk to him, you'll learn about your next dreaded destination: Old Olney where several Deathclaws are nesting. As an additional objective, Tristan will advise you to talk to Scribe Valincourt first. Head to the lab and look for Scribe Valincourt. She will hand over the Deathclaw Control Scrambler which will make mind-controlled deathclaws to attack the Enclave instead of your party. You don't need to do anything to activate it; as long as you have it in your inventory, you're good to go.

- ◆ **Find the ruins of Olney Powerworks**

- ◆ **(Optional) Use Enclave-controlled Deathclaws to your advantage.**

You'll see two markers in your map. The marker southeast of Old Olney is actually an Enclave camp where a mind-controlled deathclaw is held. You can release it by lockpicking the cage, stealing the key from the Enclave officer or looting it from his/her body. Just let the Deathclaw do its short-lived job since you won't be able to take it outside of the Enclave emitter's range without dying. Make your way to Old Olney and enter it from the south. Beside the torn building is a tunnel entrance, leading to the sewers.

If you haven't been here before, chances are the area is still infested with several Deathclaws. Head to the southern part of the sewers first to find some dead bodies. One of them is an initiate and you can get the unique Medic Power Armor from him. The ladder leading to the upper level (Old Olney Underground) is found in the northern part of the sewers. Upon climbing the ladder, you'll find the last two survivors of the ghoul settlers in the area however, they'll just leave immediately. Get to the lowest level then continue west and follow the straightforward path to reach the door leading to the Old Olney S. Wilson Building. Clear out the area of a handful of Enclave soldiers and cross the other side of the building on the second floor to find the door leading to the Power Works.

- ◆ **Obtain a Tesla Coil**

- ◆ **Deliver the Tesla Coil to Paladin Tristan**

Inside the Powerworks, you'll have two options on how to get to the room where the tesla coil is: the easiest is by hacking the (very hard) terminal upstairs to unlock the door. This will take you immediately to the Tesla coil. If your science skill isn't enough, you'll have to take the alternate and longer path swarming with Sentry Bots and a couple of turrets in the last hallway leading to the Tesla Room. Once you've reached the Tesla Coil room, you may find some alien power cells scattered around the room and a (hard) terminal which you can hack to power off the still active tesla coil. If you can't hack it, then proceed inside the chamber and use the three emergency switches to power off the coil. Though you can grab it while it is active, you'll be dealt with massive damage. Once you have the coil, you don't need to go all the way back from where you came from; just after the stairs leading to this room is a ladder marked as "emergency exit". You'll exit in the manhole in Old Olney parking lot. Don't fret if you didn't use this exit during your first visit; you won't be able to do so if you wanted to anyway. However, you can use this exit on your subsequent visits to the area. Fast travel to the Citadel and deliver the

coil to Tristan to complete this quest.

## Who Dares Wins

- ◆ **Enter the Presidential Metro**

You'll need to enter the tunnel system leading to the ruins of the White House in order to reach this secret escape route which is located along Pennsylvania Ave. There are multiple ways to reach this avenue via metro tunnels of course. The fastest and easiest way to reach it is by taking the Penn. Ave/ The Mall metro station behind the National Archives. It is located due east of Underworld/Museum of History. The metro tunnel itself is pretty small and it will take you to Pennsylvania Ave without unnecessary detours. Once outside, head west to find the remains of the White House and a Brotherhood outpost. There might be a major firefight between them and some Super Mutants. Help them out if you want. Behind the outpost is a supply point with some ammos and first aid kits. Look at the ground and look for a manhole leading to the "Utility". Once inside, follow the marker and you'll be able to access the Presidential Sub-Level.

- ◆ **Locate the exit to Adams Airforce Base**

Having a good supply of pulse grenades and mines will be helpful here, especially if you are having problems dealing with sentry bots. Follow the path until you reach the second tunnel/track. Look for a broken traincar behind you and you should find a skeleton with a Senate Employee ID. Continue further east until you find a room that contains an ancient yet still functioning AI called M.A.R.Go.T. Upon interacting, she'll require authorization prior to assisting you. If you have high science skill level, you can give her an order to bypass authorization. Otherwise, you'll need to rely via speech challenge or better yet, use the Senate Employee ID you found. Margot will also give you an additional objective about clearing the anomaly in the Presidential Metro. Margot may also make sentry bots to be non-hostile towards you from here on.

- ◆ **(Optional) Clear the security breach in the Presidential Metro**

This area will introduce you to a new type of ghoul: the Reavers. These ghouls are more resilient and deadly compared to any ghouls you may have faced before. You may want to consider ordering Dogmeat to wait near the entrance. The turret and sentry bots will assist you in defeating the ghouls but unless you help them, you'll end up getting overrun yourself. There will be three to four waves of enemies, each has a reaver, a glowing one and some basic ghouls. The best way to defeat them is to litter the area with mines, especially bottlecap mines. Use heavy weapons if you can, like the Gatling lasers or mini-guns. For extreme measures, you can use the Fat Man to clear them out while they're still at a safe distance. After clearing the area, follow the marker south. Go past the maintenance room until you reach a working train car. There is also an alternate exit leading to the East Wing of the Capitol (take the stairs) which you can use to exit the area and deposit some unnecessary items or resupply. Take the train when you're ready.

- ◆ **Retrieve your orders and equipment from the resupply crate.**

Upon exiting to the airforce base, go to your left to find the resupply crate under the brotherhood parachute. From the crate you'll get the Tesla Cannon, capable of destroying those Vertibirds in one shot. Enter the room nearby and hack the terminal to shut down the first batch of rooftop turrets.

- ◆ **Find the access terminal to lower the ramp on the mobile platform.**

Make your way through the buildings and use the rooftops to get a better vantage point. Clear out the turrets for some extra experience and make your life easier. After reaching the second building and before reaching the hangars, a Vertibird may land in the large open area to drop reinforcements. Use your Tesla Cannon to destroy it instantly. The building facing the hangars and the parked Vertibirds has some first aid kits and an artillery control switch which you can use to decimate the Enclave forces below. Push through the hangars, release/kill the deathclaws. One of the northern contains a mind-controlled deathclaw which you can use to your advantage. Head to the control tower in the northern edge of the map. Climb its topmost level and examine the terminal to lower the ramp on the mobile platform.

- ◆ **Enter the Enclave Mobile Platform**

Before you enter the mobile platform, you may want to visit the Adams Storage Facility to the southeastern part of the runway where you can find some mini-nukes, missiles and a unique flamer called a **Rapid-Torch Flamer**. You can also find a Nuka-Cola Quantum here. Follow the marker and use the lowered ramp in the west side of the mobile platform to enter it.

- ◆ **Destroy the Enclave Mobile Platform with an Orbital Strike**

There will be repulsion fields here that will prevent your advance if not taken care of. Examine the control panel on the wall and you'll have two additional options, depending on your Explosives and Science skills. If your Explosive level is at least 50, you can set a timed charge that will destroy the panel and weaken the field. You will be able to get past the field but you'll sustain damage. You'll get the same results by smashing the panel. The safest thing to do is deactivating the field with a Science level of 80. This will completely turn off the field. Besides, destroying the panel will sound the alarm, which will prompt the elite Enclave Sigma Squad to respond and confront your party. Examine the floor and grab all the goodies. The non-hostile mechanic Stiggs will give you valuable info about the platform if you allow him to escape. Head to the second floor once ready.

The second floor is where you can find the Deatchclaw research facility, the 'real' armory and the mainframe room. The research facility contains the another unique flamer called **Slo-Burn Flamer**. The armory is guarded by the Armory Master where you can get the unique gatling laser called the **Precision Gatling Laser** by looting his body. You can also find the mainframe in this floor where you can turn off all security bots or turn them to allies (with the Robotics Expert perk) by ordering them to attack enclave forces instead. This will greatly affect your experience gains though. In any case, explore the whole floor if you want and grab all good stuff and climb up to reach the launch pad.

Head to the Satellite Control Tower in the northern part of the platform. On your way to the Tower entrance, a Vertibird will attempt to drop reinforcements on the western launch pad. Shoot it before it drops soldiers if you want. Once there, climb up to the highest level of the tower to find a terminal. Examine and it and select two of the possible targets: the Citadel (blowing this up will result to a massive karma loss and the brotherhood will be hostile towards you) or the Mobile Platform itself. Select your target and the alarms will sound off.

- ◆ **Escape from the mobile platform**

- ◆ **Board the captured vertibird**

You won't be able to exit where you came from so look for a door leading to the eastern launch pad. As you exit to the launch pad, a friendly Vertibird will arrive. Examine it to ride it and watch the ending scenes. Quest complete.

## **Sidequests**

### **Protecting the Water Way**

You can start this quest by talking to Scribe Bigsley inside the office in the Jefferson Memorial's souvenir shop and selecting the related conversation option.

- ◆ **Consult Officer Lepelletier at Rivet City**

Fast travel to Rivet City and go down the stairs of the platform used to connect the bridge. You should find the officer in her desk. Talk to her to learn about the ambushes targeting water caravans and you'll be asked to investigate it further. If you have won a speech challenge with her, then you can have her plasma rifle and some

microfusion cells as well. The caravan's current location will be marked in your map.

- ◆ **Meet with officer Davis and Lorin along the river north of Project Purity.**

Following the marker is a lot easier by hugging the path by the riverside. Upon reaching the target, you should find the bodies of the bodyguards and the merchant. Bandits will engage you so kill them and loot their body to find a note indicating their meeting place and their leader's name. You'll be pointed to Wilhem's Wharf where you can fast travel immediately if you have discovered the place already.

- ◆ **Discover who is ordering the attacks on the caravans**
- ◆ **Deal with Split Jack and his gang**

Once you're in Wilhem's Wharf, you'll be confronted by the leader, Split Jack himself. Give him the current passphrase. You have the option to challenge him to a duel in order to win the group's top spot or you can simply kill them all to end this quest quickly.

- ◆ **Report to Officer Lepelletier that the job is done**
- ◆ **Ask Scribe Bigsley for a reward for helping Officer Lepelletier at Rivet City**

Talk to Office Lepelletier to report your success then go to Scribe Bigsley to get your reward.

### **The Amazing Aqua Pura**

Start this quest by talking to Scribe Bigsley and asking him about selling the water. You can also start this quest by finding a businessman called Griffon selling Aqua Cura by the Underwold's entrance.

- ◆ **Discover what Griffon at the Underwold is doing with Aqua Pura.**

Talk to Griffon to receive a sample of his promotional "elixir". Talk to him again and ask him about the detected radiation in his product. Of course he'll deny it and that's where you come in to investigate. If you have bad karma, you can convince him to tell you his illegal operations.

- ◆ **Discover what Bigsley knows about Griffon's Water Supply**
- ◆ **Discover the location and proof of Griffon's bottling operations.**

Talk to Bigsley to get the location where the water is delivered to Griffon. Head back to the mall and find the door leading to the Museum Authority Building. The building is pretty small and guarded by a handful of armed but weak ghoul guards. Examine the body of the ghoul with the wig to get a holotape with Griffon's recorded voice, clearly giving light to his shady operations. Another copy of the holotape can be found downstairs on the table between the bathtubs. Exit the building and head back to the Museum of History.

- ◆ **Confront Griffon about the operation in the Museum Authority Building.**

The quest completes as soon as you confront him about the evidence you've recovered. From here on, you have three options to give closure to this event.

1. You can let him continue his operations in return for some commission. You can increase your share by winning a speech challenge or you can ask him to pay you outright instead.
2. Allow him to continue his operations in the condition of selling the "real" Aqua Pura. (-karma)
3. You can convince him to tell the truth to his customers which will quickly turn to an angry mob and kill him. You can loot his body to your convenience.

## Holy Water

Like the other quests, start this one by talking to Bigsley and choosing the related conversation option.

- ◆ **Investigate the area around Megaton to learn about the water situation**

Fast travel to Megaton and exit it. Once outside, you should see a friendly woman giving water to a water beggar. The situation turns to worse as the beggar convulses and dies. The woman will tell you where she got the water and a marker will be added to your map.

- ◆ **Ask about holy water at the Monastery of Eternal Light**

The marker will lead you to a ruined house that serves as the unknown cult's monastery. Brother Gerard will approach you and will give you some of "holy" water.

- ◆ **Drink the holy water and talk to Brother Gerard**
- ◆ **Gain Entrance to the Monastery**
- ◆ **(Optional) Get irradiated to gain entrance to the monastery**

Drink the holy water as instructed. However, Brother Gerard won't let you enter the Monastery without getting irradiated. There are several ways to gain entrance to the monastery:

1. Get irradiated by activating the switch in the pulpit inside the ruined house which will open the two radiation traps. Stay there for a few seconds until you get at least 200 rads. Talk to Gerard to receive the key to the monastery.
2. You can pickpocket the key from Gerard
3. Simply kill Gerard and loot the key from him.

After the getting the key, look for the wooden trap door in one corner of the ruined house to enter the monastery.

- ◆ **Stop the Apostles of Light**
- ◆ **Report back to Bigsley**

Talk to Mother Curie. Win the argument through a peaceful negotiation or by easier means: violence. There will be two ghouls in the basement, aptly named Sun of Atom and Atom's Champion. Kill everybody then return to Bigsley to complete this quest and get your reward.

